

**THE LORD OF THE RINGS™
TRADING CARD GAME
CURRENT RULINGS
DECEMBER 7, 2004**

SECTION ONE: INTRODUCTION

This document is an official supplement to the **Comprehensive Rules 4.0**. It contains all rulings that have made subsequent to the release of the Comprehensive Rules. All material from *prior* to the release of the Comprehensive Rules 4.0 can be found there.

This document is normally updated (when necessary) on the first Tuesday of every month.

It is organized in the following sections:

Section One – Introduction

Section Two – Terms

Section Three – Individual Card Rulings

Section Four – X-List

Section Five – Restricted List

Δ An entry preceded by a delta symbol identifies a change in gameplay since the previous version of the Current Rulings. To give tournament directors and players a chance to familiarize themselves with these gameplay changes, they do not take effect until one week after the publication date of this document.

§ An entry preceded by a section mark is either: (a) emphasizing existing rules or clarifying text where no other clear play ruling exists (without changing gameplay); or (b) a rewording, rearrangement, or reproduction of an existing rule or ruling made since the previous version of the Current Rulings. These entries are either already in force (due to previously published material), or are effective immediately.

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SECTION TWO: TERMS

This section of the Current Rulings is a supplement to Section Two of the Comprehensive Rules 4.0, organized alphabetically by topic.

Cross-references from one topic to others that provide additional rules on the same topic are listed in **bold type**. These cross-references may lead to material in the Comprehensive Rules rather than material within this document.

effect

If an effect tells you to reveal or look at one or more cards from somewhere (a draw deck, hand, etc.) and doesn't specify what to do with them afterward, return them to where they came from, in the same order.

§ event

Place an event in your discard pile after you have played it from hand and carried out its effects, but before the next action is taken.

Final Account reads: “Discard 2 cards from hand to take a Free Peoples card and a Shadow card from your discard pile into hand.” At the time you choose which Free Peoples card to take into hand, you are still carrying out the effects of the card. Thus, Final Account has not yet been discarded, and cannot itself be the card you choose.

§ transfer

If an effect can transfer a card to another “eligible bearer,” you must obey that card's requirements on both what may bear it and when it may be transferred.

Strange-looking Men reads: “Maneuver: Exert this minion to transfer a possession or condition borne by a character to another eligible bearer.”

You can use Strange-looking Men to transfer Flaming Brand (“Bearer must be a Man.”) to any Man, Free Peoples or Shadow, as this obeys Framing Brand's normal requirements on who may bear it.

You cannot use Strange-looking Men to transfer Black Breath (“Skirmish: Transfer this condition from your support area to a character skirmishing a Nazgûl.”). Black Breath's additional requirement that it be transferred to a character skirmishing a Nazgûl cannot be met during the Maneuver phase.

**SECTION THREE:
INDIVIDUAL CARD RULINGS**

This section of the Current Rulings is a supplement to Section Three of the Comprehensive Rules 4.0, organized by collector's info.

Entries may be marked “Erratum” or “Clarification,” with the same meaning as such notations in the Comprehensive Rules.

No entries for this section have been made since the release of Comprehensive Rulebook 4.0.

SECTION FOUR: X-LIST

This section of the Current Rulings lists cards which cannot be included in a deck for a Standard format tournament, organized by collector's info.

ELROND, LORD OF RIVENDELL	1 R 40
GALADRIEL, LADY OF LIGHT	1 R 45
OTTAR, MAN OF LAKETOWN	1 R 80
NO STRANGER TO THE SHADOWS	1 U 108
SARUMAN'S SNOWS	1 C 138

SAVAGERY TO MATCH THEIR NUMBERS	1 R 139
RELICS OF MORIA	1 R 195
ÚLAIRË NERTËA, MESSENGER OF DOL GULDUR	1 U 234
FORCES OF MORDOR	1 C 248
SAM, SON OF HAMFAST	1 C 311
STING	1 R 313
A TALENT FOR NOT BEING SEEN	1 U 316
FLAMING BRAND	2 R 32
BILL FERNY, SWARTHY SNEERING FELLOW	2 R 75
GIMLI, DWARF OF THE MOUNTAIN RACE	2 P 121
GALADRIEL, LADY OF THE GOLDEN WOOD	3 R 17
ARAGORN, HEIR TO THE WHITE CITY	3 R 38
HORN OF BOROMIR	0 P 5 AND 3 R 42
THE PALANTÍR OF ORTHANC	3 R 67
SARUMAN, KEEPER OF ISENGARD	3 R 68
BILL THE PONY	0 P 2 AND 3 U 106
FRYING PAN	3 C 108
THE SHIRE COUNTRYSIDE	3 R 113
LEGLAS, DAUNTLESS HUNTER	4 R 73
FORTRESS NEVER FALLEN	4 U 276
GET ON AND GET AWAY	4 R 304
STEADFAST CHAMPION	7 U 49
AGGRESSION	8 C 1
MEMORIES OF DARKNESS	10 U 2
MORDOR FIEND	10 C 91

**SECTION FIVE:
RESTRICTED LIST**

This section of the Current Rulings lists cards which are restricted in Open and Block format tournaments, organized by collector's info. No more than one copy of each of these cards may be included in a deck.

FORCES OF MORDOR	1 C 248
STEADFAST CHAMPION	7 U 49
MEMORIES OF DARKNESS	10 U 2
MORDOR FIEND	10 C 91